GEMSTONE PUBLISHING

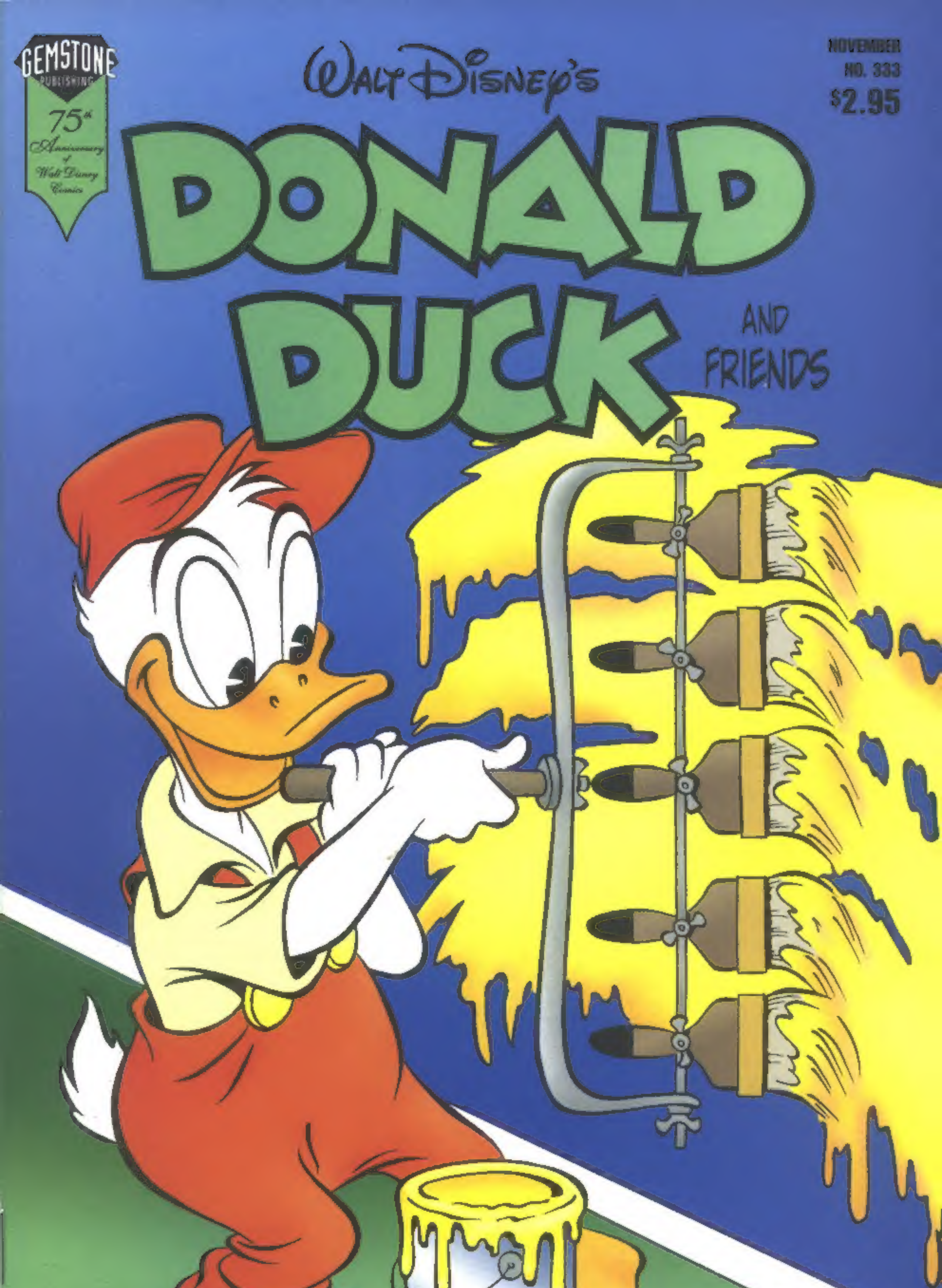
75th Anniversary of Walt Disney Comics

NOVEMBER
NO. 333
$2.95

WALT DISNEY'S

DONALD DUCK

AND FRIENDS



Sarah Kinney's "Party Animus" in this issue hasn't always been a "Thanksgiving" story. It was written for the European market where Thanksgiving—a decidedly American holiday—is not celebrated. So when Kinney, a resident of the USA, submitted the story to Danish Disney licensee Egmont, its turkey day references were deleted. It was an easy task for us to work the editorial magic necessary to restore them.

"Turkey Trouble" on the other hand was written by Carl Barks for publication in the United States and so is a Thanksgiving yarn through and through. What may give some of our younger readers pause are the conventions Barks interjected into his plot that were commonplace in 1946, but not so today. Yes, "Turkey Shoots" were indeed popular around the holidays in the 1940s—events at which contestants would vie to prove their marksmanship skills with a rifle and win the big prize of a turkey for Thanksgiving feast.

The fact that the kids and then Donald win live turkeys was also common when the story was written, even though it would certainly be unusual nowadays. Remember, this was a time before supermarkets as we know them. To purchase vegetables, you would go to the neighborhood greengrocer, a small family-owned shop that specialized in selling nothing but fruits and vegetables. Similarly, you would go to a butcher shop to buy your meat or, in the case of small animals like chickens or turkeys, if you wanted the freshest product possible, you make the trek to a nearby farm (much nearer then than now) and purchase a live animal which you would butcher yourself. Because the farm was usually less expensive than the store, raffles and contests generally acquired live animals to be given away. And yes, many of those animals wound up as pets instead of dinner. A bit of American history, courtesy *Donald Duck and Friends.*

—John Clark

• IN THIS ISSUE •

Donald Duck **TURKEY TROUBLE**
Story & Art: Carl Barks
(WDC&S 75, December, 1946)
Color: Susan Daigle-Leach

Mickey Mouse **PARTY ANIMUS**
Story: Sarah Kinney
Art: Jesper Lund Madsen
Color: Egmont & Michael Kraiger
Lettering: Susie Lee

Donald Duck **BARGAIN-HUNTER**
Story: Michael T. Gilbert
Art: Rodriques
Color: Egmont & Terry Letterman
Lettering: Jon Babcock

Front cover art by Daniel Branca, color by Sue Kolberg

NEXT ISSUE SHIPS WEEK OF NOVEMBER 7
www.gemstonepub.com/disney

GEMSTONE PUBLISHING

STEPHEN A. GEPPI
President/Publisher and Chief Executive Officer

JOHN K. SNYDER JR.
Chief Administrative Officer

STAFF
LEONARD (JOHN) CLARK
Editor-in-Chief

SUE KOLBERG
Assistant Editor

TRAVIS SEITLER
Art Director

DAVID GERSTEIN
Archival Editor

MELISSA BOWERSOX
Director - Creative Projects

CONTRIBUTING STAFF
GARY LEACH
SUSAN DAIGLE-LEACH
Art & Editorial

ADVERTISING/MARKETING
J.C. VAUGHN
Executive Editor

ARNOLD T. BLUMBERG
Editor

BRENDA BUSICK
Creative Director

JAMIE DAVID
Director of Marketing

SARA ORTT
Marketing Assistant
ads@gemstonepub.com

HEATHER WINTER
Office Manager

Toll Free
(888) 375-9800 Ext. 249

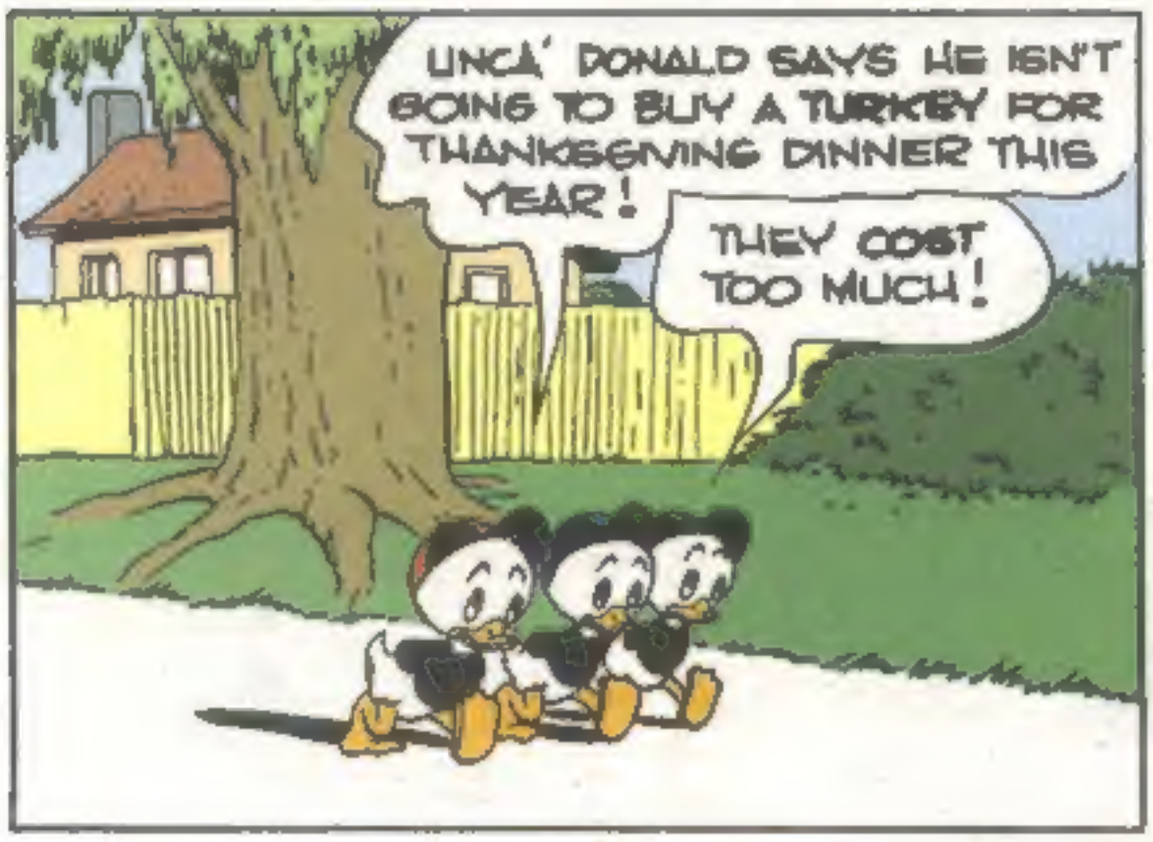
MARK HUESMAN
Production Assistant

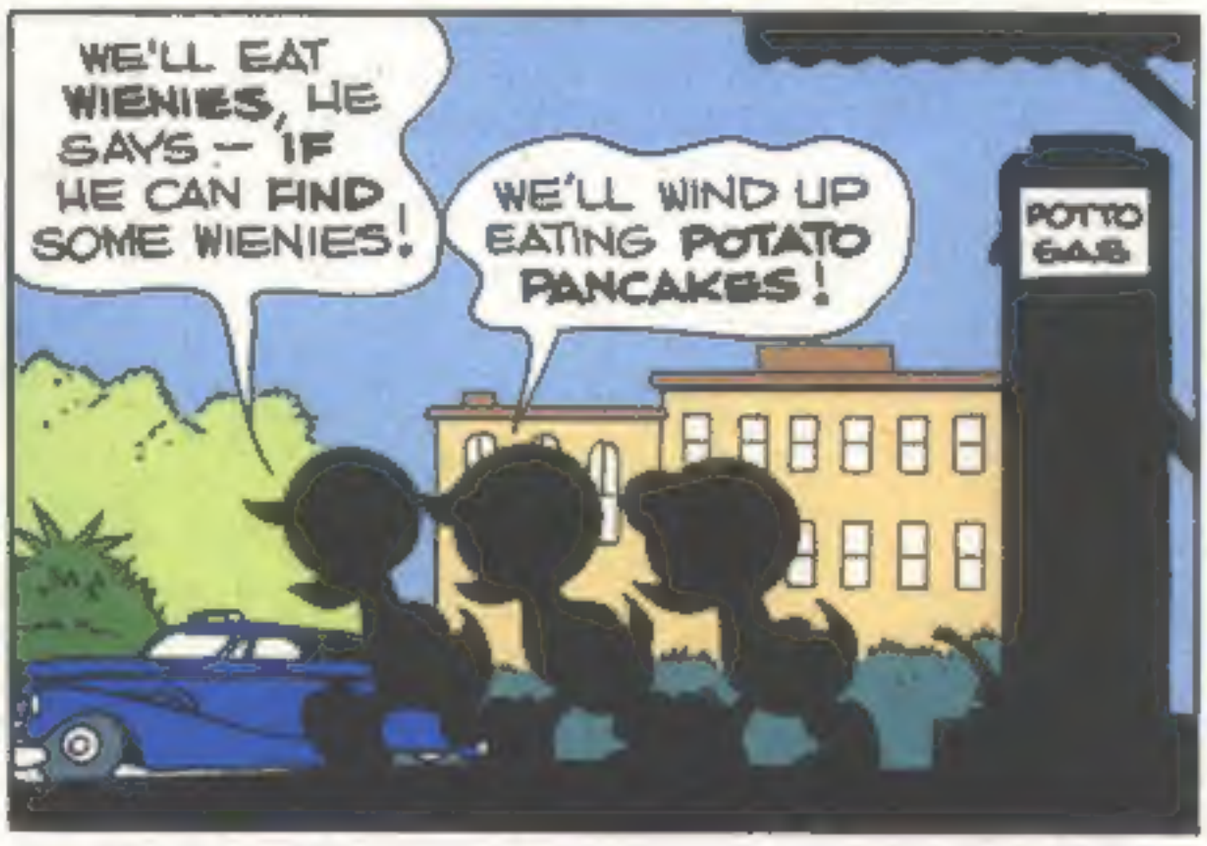
MIKE WILBUR
Shipping Manager

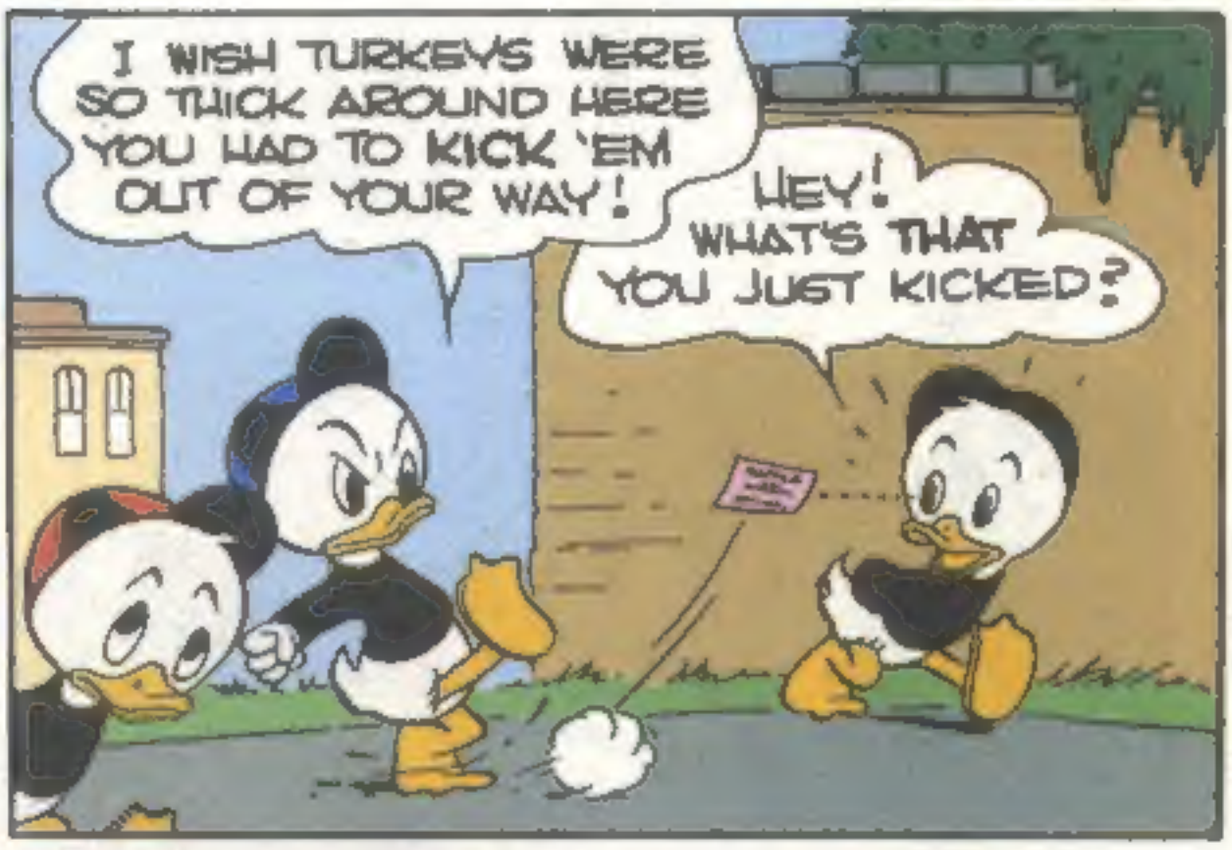
Walt Disney's Donald Duck and Friends
No. 333, November 2005. Published monthly by Gemstone Publishing. © 2005 Disney Enterprises, Inc., except where noted. All rights reserved. Nothing contained herein may be reproduced without the written permission of Disney Enterprises, Inc., Burbank, CA, or other copyright holders. 12-issue subscription rates: In the U.S., $35.40. In Canada, $40.00, payable in U.S. funds. For advertising rates and information call (888) 375-9800 ext. 410. Subscription and advertising rates subject to change without notice. Postmaster: send address changes to Walt Disney's Donald Duck and Friends, PO Box 469, West Plains, MO 65775.
PRINTED IN CANADA

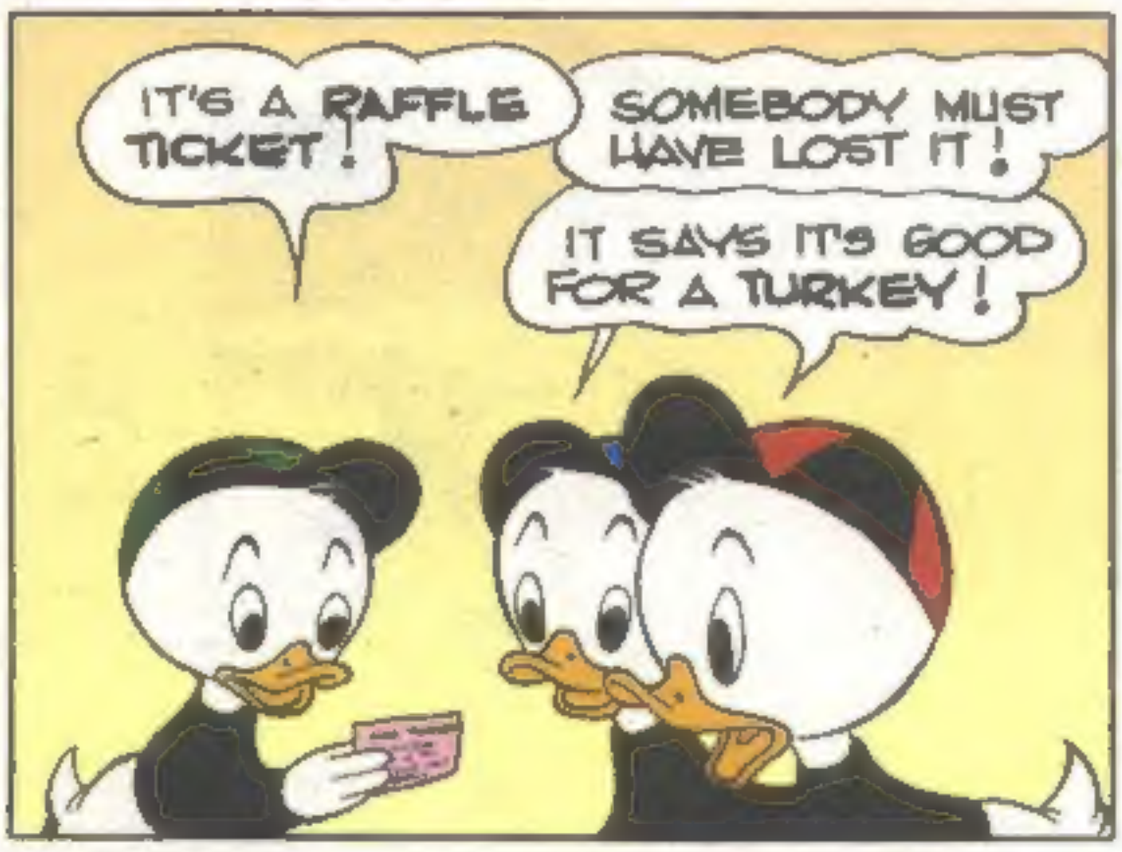
WALT DISNEY presents

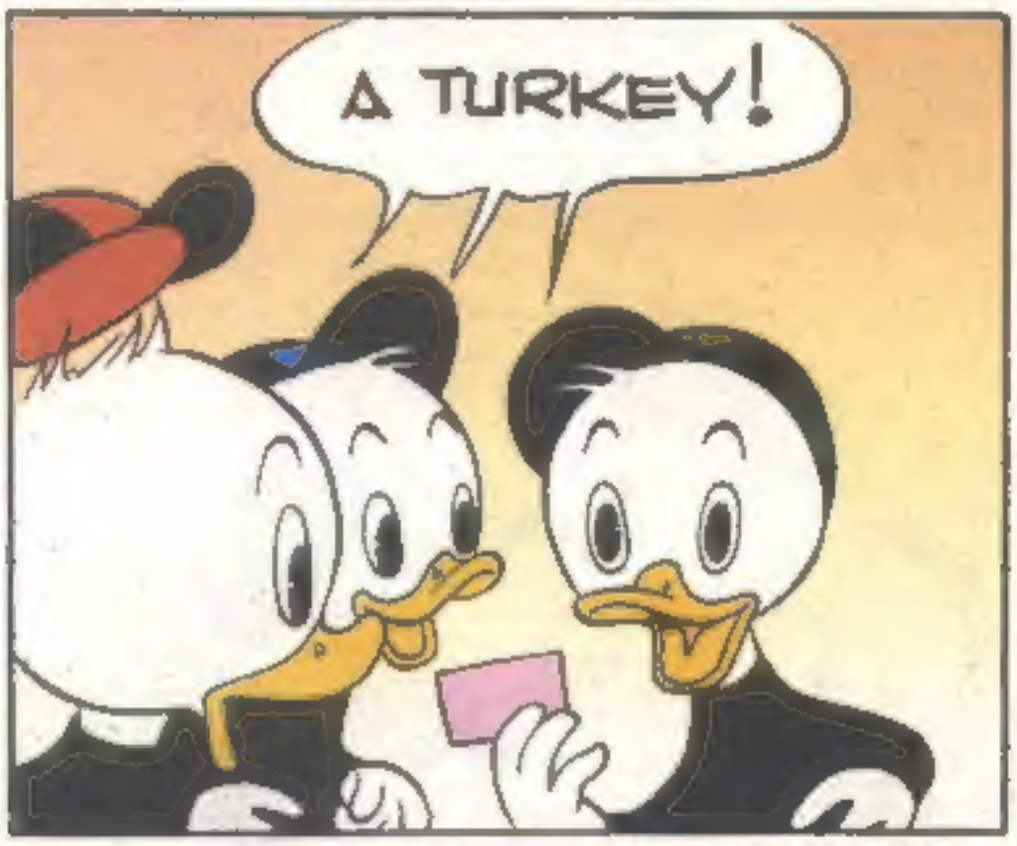
DONALD DUCK

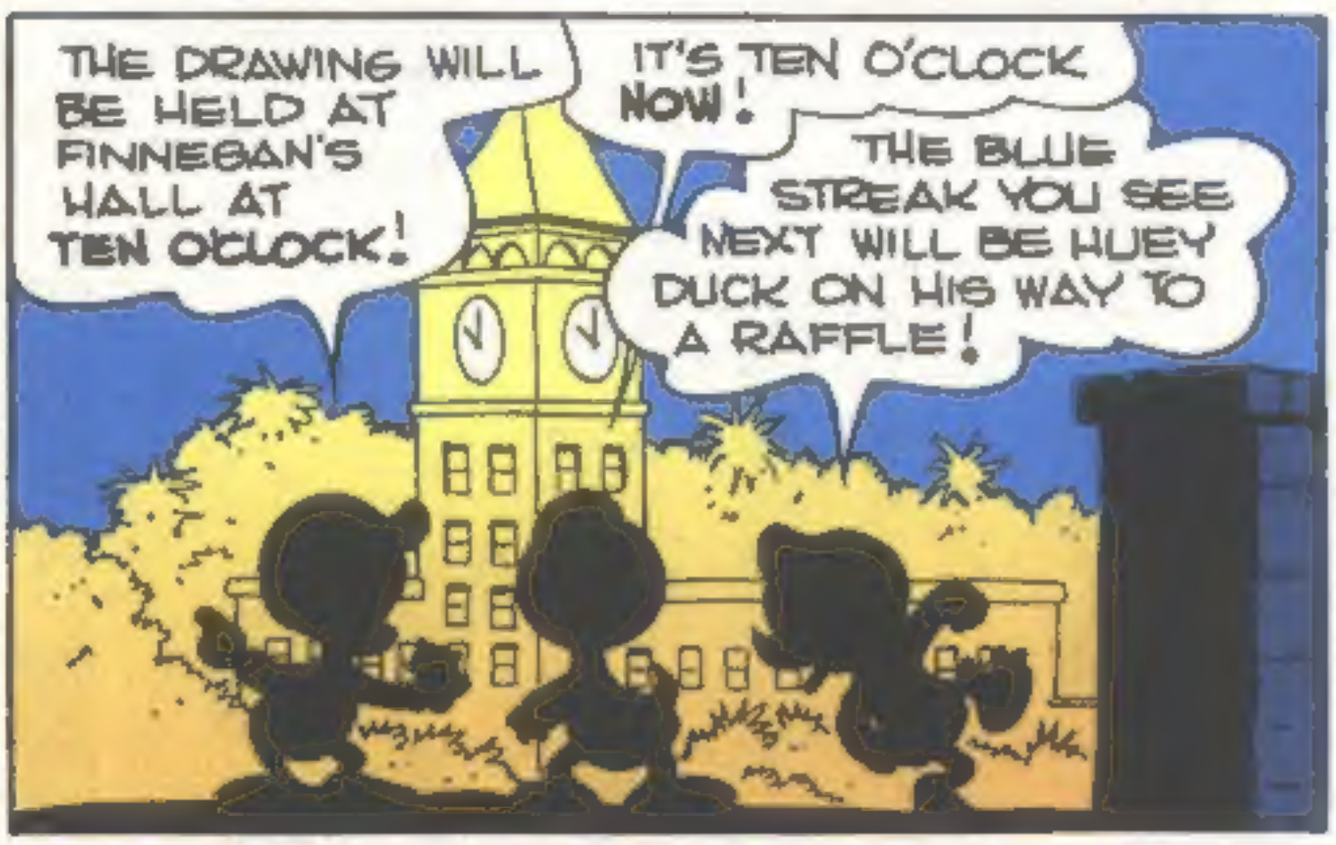











THE DRAWING WILL BE HELD AT FINNEGAN'S HALL AT TEN O'CLOCK!
IT'S TEN O'CLOCK NOW!
THE BLUE STREAK YOU SEE NEXT WILL BE HUEY DUCK ON HIS WAY TO A RAFFLE!

WHAT'S THE NUMBER ON THE TICKET?

236037!

WHAT A THRILL IF IT WINS!

AT THAT MOMENT!

THE WINNING NUMBER IS 236037!

I REPEAT — THE WINNING NUMBER IS 236037..... IF YOU HAVE THE NUMBER, WILL YOU PLEASE COME FORWARD?

I WILL START COUNTING! IF THE HOLDER OF NUMBER 236037 DOESN'T APPEAR BEFORE I COUNT TO THREE, WE MUST DRAW ANOTHER NUMBER!

FINNEGAN'S HALL A.D. 1906 "HOOLS PLUS POOLS"

HEAR THAT, KIDS?

ONE!.... TWO!...

BIG RAFFLE TONIGHT 10 A.M.

WIN A TURKEY! TICKETS $1.00

THR—!

HERE!

SURE ENOUGH! YOU BOYS HAVE WON YOURSELVES A BIG FAT TURKEY! YOU'LL FIND THE BIRD IN THE BACK ROOM!

I THOUGHT THE TURKEY'D BE RIGHT UP FRONT — WRAPPED IN CELLOPHANE!

YEAH! WONDER WHY HE'S IN THE BACK ROOM!

GOLLY MOSES!
IT'S ALIVE!
GOBBLE! GOBBLE!
WELL, I GUESS WE'LL HAVE TO TAKE HIM HOME AS IS!
UNCA' DONALD WILL FIX HIM FOR COOKING — SOMEHOW!
GRAB HIM BY THE DRUMSTICKS AND LET'S GO!
HE'S HEAVY!
YEAH, WE HAVE THE DOGGONEDEST LUCK!
STOP YAPPING! AT LEAST HE IS A FREE THANKS-GIVING DINNER!
I CAN'T WALK ANOTHER STEP!
THAT GOES DOUBLE!
YOU KIDS WAIT HERE! I'VE GOT AN IDEA!
I FIGURED IT WAS EASIER TO GO HOME AND GET THE WAGON TO HAUL THE TURKEY THAN TO CARRY HIM!
I'VE GOT AN EVEN BETTER IDEA — WATCH!
LATER
HI DE HO! AND AWAY WE GO!
SAY! THIS OL' BIRD IS FUN!
HE STEERS JUST LIKE A HORSE!
JINGLE BELLS! JINGLE BELLS!
JINGLE ALL THE WAY!
DONALD DUCK
I'M BEGINNING TO LIKE THIS OL' TURKEY!
ME, TOO! WATCH HIM EAT OUT OF MY HAND!
IT'S GOING TO BE A SHAME TO KILL HIM!

DONALD DUCK

I DON'T KNOW WHAT I'M GOING TO HAVE FOR THANKSGIVING DINNER TOMORROW!

IF I COULD ONLY AFFORD A TURKEY TO COOK!

THIS TURKEY SURE IS A SWELL GUY!

WHAT'LL WE NAME HIM?

RAFFLES IS A GOOD NAME—'CAUSE WE WON HIM AT A RAFFLE!

?

WHAT'S THAT THE KIDS ARE SAYING ABOUT WINNING A TURKEY AT A RAFFLE?

THEY DID WIN A TURKEY! THERE HE IS—IN THE FLESH!

WHITE MEAT! DARK MEAT! DRUMSTICKS ON THE HOOF, HERE I COME!

NO, YOU DON'T, UNCA' DONALD!

YOU CAN'T COOK RAFFLES! HE'S A PET!

THUD!

LET ME UP! LET ME AT HIM!

TOUCH ONE HAIR OF THAT TURKEY'S HEAD! JUST DARE TOUCH IT!

WELL, IF YOU DON'T WANT THIS TURKEY BAKED WITH STUFFING, YOU BETTER TELL ME WHERE I CAN GET ANOTHER ONE — FREE FOR NOTHING!

WE DON'T KNOW OF ANY FREE ONES, BUT WE KNOW YOU CAN WIN ONE FOR A QUARTER AT THE TURKEY SHOOT!

TURKEY SHOOT!

THAT'S JUST MY MEAT! I'M THE DEADLIEST SHOT WEST OF TEXAS! MY GUN, QUICK, WATSON!

WHAR IS THIS SHOOTIN' BEE, PODNERS?

STRAIGHT AHEAD IN SOUTHSIDE PARK!

THE RULES OF THE TURKEY SHOOT — THREE BULLSEYES OUT OF FIVE SHOTS WIN A BIRD!

I WON'T NEED THE TWO EXTRA SHOTS - JUST SELL ME THREE!

SOUTHSIDE GOOD JOES' TURKEY SHOOT!

WHAR'S THE TARGET, PODNER?

IT'S THAT RACK OF DUMMY TURKEYS ACROSS THE CREEK!

SUFFERIN' SAWFISH! THEY'RE SO FAR AWAY I CAN BARELY SEE 'EM! I DOUBT THAT MY GUN WILL SHOOT A BULLET THAT FAR!

HAW! THAT BULLET'S GOING CLEAR TO SAN PEDRO! IT HIT ONE OF THOSE BOXCARS PASSING OVER THERE!

BANG!

EVEN BUFFALO BILL MISSED ONCE IN A WHILE! WATCH THIS!

BANG!

DID ONE OF THE DUMMIES FALL OVER?

NO, BUT SEVERAL PEOPLE

ON THAT GOLF COURSE

DOVE INTO A SAND TRAP!

THOSE TARGETS ARE HARDER TO HIT THAN I'D EXPECTED! I'LL HAVE TO TAKE FIVE SHOTS, AFTER ALL!

HOW MANY TURKEYS DO YOU KEEP ON HAND TO PAY OFF WINNERS?

ONE!

ONE TURKEY!

YEP! THAT'S HIM OVER THERE! HAD HIM FOR YEARS!

AND NOBODY'S WON HIM IN ALL THAT TIME?

NOPE! WE SOUTHSIDE GOOD JOES WILL EAT HIM OURSELVES- AFTER HE'S PAID OFF THE MORTGAGE ON OUR HALL!

COME ON, MEN! LET'S TAKE A LITTLE WALK!

UNCA' DONALD IS BEING TAKEN FOR A SUCKER!

YEAH! HE'LL **NEVER** WIN THAT TURKEY!

WE MUST DO A LITTLE CONNIVING!

WHILE THE KIDS CONNIVE, DONALD DRAWS A BEAD ON THE TARGET!

THREE SHOTS TO GO! I'LL HAVE TO KNOCK OVER A TURKEY WITH EVERY ONE!

BANG!

HERE GOES ALL MY HOPES!

HEY! ONE OF THE DUMMIES FELL! ...IT WASN'T THE ONE I AIMED AT, BUT IT FELL, ANYWAY!

OKAY! I CAN AFFORD TO COUNT THAT AS A HIT! NO MAN LIVING HAS EVER HIT **TWO**!

HERE GOES NUMBER TWO RIGHT NOW!

BANG!

FVOOP!

I DID IT! I KNOCKED OVER NUMBER TWO!

SO YOU DID! WELL, AHEM!..COUGH! COUGH!

THANK GOODNESS THE OTHER DUMMIES ARE FIXED SO THAT IT IS **IMPOSSIBLE** TO KNOCK THEM DOWN!

NOW FOR NUMBER THREE!

OH! OH! THERE'S A HOOK HOLDING THE NEXT DUMMY!

I'LL HAVE TO CRAWL BEHIND THE TARGET AND UNDO THE HOOK JUST AS UNCA' DONALD SHOOTS!

BUT THAT'S DANGEROUS!

YOU MAY GET HIT!

WITH UNCA' DONALD DOING THE SHOOTING, I FEEL PERFECTLY SAFE!

WELL, NUMBER THREE, THIS IS IT —!

I DID IT! I DID IT! I KNOCKED DOWN NUMBER THREE!

ZING!

CURSES! WE LOSE OUR TURKEY!

YOU HAVEN'T ANY KICK COMING, MISTER I LOST MY TAIL FEATHERS!

THE HARD-WON TURKEY IS DELIVERED TO DONALD'S HOUSE!

LOOKS LIKE YOU FELLERS ARE GOIN' TO HAVE A TURKEY DINNER!

YOU SAID IT, BUD!

LET HIM OUT, BOYS! I'M READY FOR BUSINESS!

WAK! HE CAME OUT FIGHTING!

TUK-TUK-TUK-

THANKSGIVING DAY, AND THE ODORS OF FRAGRANT KITCHENS FILL THE AIR — BUT AT THE DUCKS' HOUSE —

TWO TURKEYS IN THE BACKYARD, AND THOSE DUCKS COOK CABBAGE! IT DOESN'T MAKE SENSE!

THIS IS GOING TO BE A PRETTY FAIR DINNER, AFTER ALL! THE VEGETABLES WILL DO US GOOD!

THE TABLE IS SET! I'LL GO CALL THE KIDS!

OKAY, KIDS! WASH YOUR FACES AND LET'S EAT!

OH BOY! EATS!

I'M SO STARVED I COULD EAT COTTON!

SAME HERE BUT MORE SO!

LAST ONE TO THE TABLE IS A BIG BABOON!

WHAT HIT THE TABLE — A CYCLONE?

EVERYTHING IS GONE - SLICK AND CLEAN!

THERE ARE TURKEY TRACKS ALL OVER!

SO THAT'S THE STORY! WE GOT THESE TURKS FOR THANKSGIVING DINNER, AND INSTEAD THEY EAT OURS!

DONALD DUCK

FOR SALE TWO TURKEYS ... OWNERS GONE FOR A HAMBURGER! WILL BE BACK in 5 Minutes!

Walt Disney's

MICKEY MOUSE in PARTY animus

MICKEY MOUSE HAS BIG PLANS FOR A THANKSGIVING PARTY! LITTLE DOES HE KNOW THAT MORTIMER MOUSE HAS EVEN BIGGER PLANS!

ONE FOR PATRICIA... ONLY NINETY-EIGHT INVITATIONS TO GO! I CAN'T WAIT TO DELIVER MINNIE'S! THIS YEAR I'VE REALLY GOT IT...

HOT-CHA-CHA! ONWARD, HIVES!

PATRICIA PIG

© 2001 071

...TOGETHER! =OOMF!=

HEADS UP, JASPER! WE'RE ON A TIGHT SCHEDULE TO DELIVER MY THANKSGIVING BASH INVITATIONS!

THUMP!

YOUR THANKSGIVING BASH?!

MORTIMER! I FORGOT—YOU THROW A PARTY FOR EVERY OCCASION!

ER...LOOK, MORTIMER! I'VE FINALLY SAVED UP ENOUGH TO THROW A BIG THANKSGIVING PARTY! SINCE YOU ALWAYS DO—COULDN'T YOU LET ME THROW THIS ONE?!

WHO SAYS YOU CAN'T?

YOUR DO WON'T INTERFERE IN THE LEAST WITH MY GALA! MINNIE ALWAYS ATTENDS MY PARTIES, AND SHE'S THE ONLY GUEST I CARE ABOUT!

!

WHAT MAKES YOU THINK MINNIE WOULD CHOOSE *YOUR* PARTY OVER *MINE*?!

SHE'S *ALREADY* ACCEPTED, WILBUR! AND I DOUBT YOU CAN OFFER *MORE FUN!*

THUB!

AS IT HAPPENS–

OH, MICKEY! I DON'T WANT TO DISAPPOINT YOU, BUT SIMPLY *EVERYONE* WILL BE AT MORTIMER'S! WHY DON'T YOU COME WITH ME, AND THROW *YOUR* PARTY SOME *OTHER* TIME?

"SOME OTHER TIME!" =HMPH!= SHE'LL CHANGE HER TUNE WHEN SHE LEARNS THAT ALL OUR *FRIENDS* ARE COMING TO *MY* PARTY–

I'M GOIN' TA *MORTIMER'S!* =WA-HOO!=

MORTIMER THROWS THE *BEST* PARTIES...NEXT TO *MINE*, OF COURSE!

=GULP!= MORTIMER BEAT ME TO INVITING THE GANG, *TOO!* I'LL HAVE TO ENTICE THEM TO CHANGE THEIR PLANS! BUT *HOW?*

MAYBE I CAN LEARN WHAT MORTIMER'S *PREPARING* FOR HIS PARTY, THEN GO HIM ONE BETTER! I *CAN'T* MATCH MORT'S *WALLET*...

...BUT MAYBE I *CAN* MATCH HIS *EXCITEMENT LEVEL!*

PAY-ANY-PRICE BOOKING? YEAH—I WANT TEEN IDOL *POINTNEY SPEARS* TO SING, AND THE *DANCING LIPPIZZANER HORSES* TO PERFORM! AND THEY *AIN'T* GONNA BE *LATE!*

→ULP!← THAT'S *EXPENSIVE* ENTERTAINMENT!

I *WON'T* GIVE UP! THERE MUST BE *SOME* WAY TO THROW AN EXCITING PARTY WITHOUT SPENDING A LOT!

YES, MR. MOUSE! BY DODGING NONESSENTIALS LIKE *ADS*, A *PHONE*, AND AN *OFFICE*, I PASS THE *SAVINGS* ON TO *YOU!*

AGEN AL

REALLY BIG SHOWS

TERRIFIC! WHAT *ACTS* DO YOU HAVE FOR *PARTIES?*

SVEN VENTURA THE YODELING MATADOR AND HIS PURPLE BULL *BENITO?* I *GUESS* THAT'S EXCITING! AND THEY'LL SHOW UP EARLY AT MY HOUSE TO PRACTICE!

THANKSGIVING MORN, TWELVE HOURS BEFORE THE PARTY—

→PUFF!← SURE!

COME IN, BOYS! LET'S SEE THE ACT!

→HM!← SO SVEN YODELS WHILE PRETENDING TO FIGHT WITH THE BULL! WELL, IT CERTAINLY IS *DIFFERENT!*

♪ YODELAYEEYAAH!! ♪

→GRUNT! GRUNT!←

DID YOU HEAR? MORTIMER FORKED OVER *THOUSANDS* TO GET *OUT O SYNC* TO PLAY *MUSIC* AT HIS PARTY!

GAWRSH!

-UH-OH!-

SHORTLY-

CATERWAUL THE CRAZY CALLER WILL *FIDDLE* AND CALL *SQUARE DANCES!* WELL, I HOPE IT'S BETTER THAN SVEN'S YODELING!

-GULP!- IT'S *WORSE!*

"TOSS YOUR PARTNER LIKE SOME DOUGH IF HE HOLLERS LET HIM GO!"

...AND FOR GAMES, MORTIMER IS HAVING AN *ARCHERY CONTEST!* AN' *WATER-VOLLEYBALL* IN HIS HUGE *SWIMMING POOL!*

THAT'S THE LAST OF MY MONEY FOR THE MONTH, BUT IT'S *WORTH* IT IF I CAN SHOW UP MORTIMER!

"PRESS YER PARTNER LIKE SOME PANTS! POKE THEIR EYES AN' MAKE 'EM DANCE!

YODELEEOOLADEEAAH!

-PHEW!- THAT TOOK TOO LONG, BUT AT LAST IT'S DONE! AND JUST IN TIME, TOO! THE PARTY STARTS IN AN HOUR!

...NOT ONLY THAT, BUT MORTIMER PLANS TO SERVE AN *OUTDOOR BANQUET* BENEATH A WILD *LIGHT SHOW!* I'M HEADING HOME TO GET READY!

SEE YOU IN A FEW!

NO!

WELL, THAT'S IT! MORTIMER WINS *AGAIN!*

I CAN'T AFFORD A FULL MEAL FOR EVERYONE! OR EVEN *ONE*... STAGE LAMP...

AW, MINNIE...PLEASE COME OVER! IT'LL STILL BE A SWELL PARTY, JUST AS LONG AS YOU EAT BEFORE YOU ARRIVE!

AND-UH, MAYBE YOU COULD BRING SOME COO-COO COLA...

MINNIE? HELLO? HELLO?

→SNORT!←

OH, NO! BENITO CAN'T *STAND* LOUD *POPPING* SOUNDS!

BENITO CAN'T STAND *WHAT?*

NO, BENITO! STOP! NOT LIKE LAST TIME! NOT LIKE LAST TIME!

MOUSE, I'M GONNA SUE!

THERE GOES THE ENTERTAINMENT!

MINNIE? YEAH, YOU'D BETTER GO TO MORTIMER'S PARTY!...AND TAKE THE GANG WITH YOU! MAYBE I'LL MEET YOU THERE AFTER I'M DONE EATING CROW!

SHORTLY!

→SIGH!← I GUESS MONEY REALLY DOES MAKE FOR THE BETTER THANKSGIVING!

HOT-CHA-CHA! SO POOR OLD MICKEY'S COME TO SEE THE BEST PARTY WIN! TIME TO TURN ON THE LIGHT SHOW AND LET THE FESTIVITIES COMMENCE!

=HUH?!=

LIKE, WHAT *HAPPENED*, MR. MOUSE?

IS THIS THUH KINDA LIGHT SHOW WHERE YUH HAFTA *IMAGINE* THUH LIGHTS?

MASTER ELECTRICIAN! WHAT'S *UP*? MY *POOL* WILL GET *COLD!* THE *FOOD* CAN'T FINISH *COOKING*–

I *WARNED* YOU THOSE *LIGHTS* WERE TOO MUCH! YOU OVER-LOADED THE GRID AND PLUNGED THE NEIGHBORHOOD INTO A *BLACKOUT!*

PERFORMERS! MISS LIPPIZZANER! WHERE ARE YOU *GOING?*

MY HORSES AREN'T *OWLS!*

WE CAN'T *PERFORM* WITHOUT *ELECTRICITY!*

=HEH!= I GUESS MONEY CAN'T BUY LUCK...

...AW, I CAN'T GLOAT! *MY* PARTY WAS A BLOW-UP, NOT A BLOWOUT!

MEBBE SO, MICKEY! BUT I GOT AN *IDEA!*

?

AND SO, AN INDOOR CELEBRATION AT GOOFY'S HOUSE–

THE FOOD IS THAWED PIZZA, AND THE MUSIC IS THE *FIREHOUSE FIVE* ON A *VICTROLA*, BUT I'M HAPPY!

MORTIMER, FOR ONCE I GUESS WE DON'T HAVE TO WONDER IF THE BEST MAN WON!

AGREED, JASPER! AGREED!

GEMSTONE PUBLISHING *presents*

YOUR FAVORITE DISNEY COMICS

© Disney
Entertainment

Delivered right to your door!

We know how much you enjoy visiting your local comic shop, but wouldn't it be nice to have your favorite Disney comics delivered to you? Subscribe today and we'll send the latest issues of your favorite comics directly to your doorstep. And if you would still prefer to browse through the latest in comic art but aren't sure where to go, check out the Comic Shop Locator Service at www.diamondcomics.com/csls or call 1-888-COMIC-BOOK.

MAIL THIS COUPON TO

Gemstone Publishing • P.O. Box 469 • West Plains, Missouri 65775

- ☐ ***Walt Disney's Comics & Stories:*** $83.40 for 12 issues, 64 pages ($90.00 Canada, payable in US funds) $ _____
- ☐ ***Walt Disney's Donald Duck & Friends:*** $35.40 for 12 issues, 32 pages ($40.00 Canada, payable in US funds) $ _____
- ☐ ***Walt Disney's Uncle Scrooge:*** $83.40 for 12 issues, 64 pages ($90.00 Canada, payable in US funds) $ _____
- ☐ ***Walt Disney's Mickey Mouse & Friends:*** $35.40 for 12 issues, 32 pages ($40.00 Canada, payable in US funds) $ _____
- ☐ ***Donald Duck Adventures:*** $95.40 for 12 bimonthly issues, 128 pages ($105.00 Canada, payable in US funds) $ _____
- ☐ ***Mickey Mouse Adventures:*** $95.40 for 12 bimonthly issues, 128 pages ($105.00 Canada, payable in US funds) $ _____

SUBTOTAL $ _____

SALES TAX (MO residents add 6.975% sales tax; MD residents add 5% sales tax): $ _____

TOTAL: $ _____

Name: _____

Address: _____

_____

City: _____ State _____ Zip _____

Email: _____

CREDIT CARD

☐ Visa

☐ MasterCard

☐ Other _____

Card # _____

Exp. Date _____

Walt Disney presents

DONALD DUCK IN BARGAIN-HUNTER!

OBSERVE THE WILY HUNTER AS HE STALKS HIS PREY...

OH, NO! NOT ANOTHER COFFEE POT? YOU *ALREADY* HAVE A *DOZEN*, DONALD!

SHHH! I'M ONLY LOOKING AT *THIS* TO THROW THOSE *VULTURES* OFF THE *SCENT!* SEE THAT *CARD* ON THAT TABLE?

IT'S WORTH *100 SMACKERS!*

GARAGE SALE TODAY!

10¢ EACH!

© 2003-203

AND NOW IT'S *MINE!* ALL...

SWOOP!

10¢ EACH!

...MINE!

OOF!

10¢ EACH!

CRASH!

SWIPE!

RED! I SHOULDA KNOWN! *GIMME* THAT!

HA! FINDERS *KEEPERS*... LOSERS *WEEPERS!*

OKAY! START *WEEPIN'*, SISTER!

SNAP!

?

HA! A MOUSETRAP TIED TO A FISHING ROD! AN OLD BARGAIN-HUNTER'S TRICK!

→GRRRR!!← GIMME THAT! IT'S MINE!

BAM!

MINE!

POW!

MINE!

MINE!

MINE!

CRUNCH!

PUFF! AW, KEEP IT! BUT YOUR KARMA'S GONNA GETCHA, MAN!

OOH! I'M SO SCARED!

WOW! A MINT KICKER KLODINSKI TRADING CARD! COOL! I FOUND TWO LIKE IT LAST WEEK. DIDN'T COST ME A DIME!

YEAH, YEAH! WHATEVER...

LATER...

WHAT A PHONY! ANYTHING I GET, HANK SAYS HE PICKED UP ONE LIKE IT LAST WEEK...

...ONLY BETTER!

AND RED'S EVEN WORSE! WHAT A SHARK! COLLECTORS! THEY'RE ALL NUTS!

HMPH! LOOK WHO'S TALKING!

LOOK AT ALL THIS JUNK! YOUR COLLECTING'S OUT OF CONTROL!

PHOOEY! STUFF AND NON-SENSE!

OH, NO! NOT MORE JUNK!

ET TU, BOYS?

YOU'VE GOTTA *STOP*, UNCA DONALD!

YEAH!

PHOOEY! THERE'S *PLENTY* OF ROOM! I'LL JUST PUT THIS IN THE *CLOSET* WITH THE *REST* OF MY PRIZED COFFEEPOT COLLECTION!

SKEEEK

WE'RE RUNNING OUT OF *ROOM!*

!

CLATTER!

CLUNK!

HEH!

DON'T GIVE ME THAT LOOK! YOU SHOULDA SEEN TH' STUFF I *DIDN'T* BUY AT THAT YARD SALE!

WHAT? THE *GRASS?* THE *TREES?*

YEAH! BUT ONLY BECAUSE HE COULDN'T FIND A *PRICE TAG!*

DROLL! VERY DROLL!

SAVE THE *MIRTH* FOR *DINNER*, DONALD! C'MON, I'M *STARVED!*

DINNER? ER, *SURE.* YOU GET READY, DAISY...

...AND I'LL BE BACK IN HALF A SHAKE! I'VE GOTTA HIT ONE MORE *GARAGE SALE* FIRST!

HMPH! OKAY! BUT JUST *ONE!*

THUS IT BEGINS! ROUND TWO FOR THE GREAT HUNTER...

GULP! I'D BETTER HURRY BEFORE *RED* GETS ALL THE *GOOD* STUFF...

UH-OH!

TOO LATE!

WOW! AN *EXPRESSOMATIC-5000* ROASTER! *AWESOME!*

AND ONLY A *BUCK!* WHAT A *SCORE!*

BIG SALE!

EXCEPT I FOUND ONE LIKE IT *LAST* WEEK, IN *MINT* CONDITION! PICKED IT UP FOR *NOTHIN'!*

YEAH, YEAH!

WHAT-*EVER*...

OH, *MAN!* I CAN'T WAIT TO SEE *DONALD'S* FACE WHEN HE FINDS OUT HOW I SKUNKED HIM—

WAIT NO LONGER!

SWOOP!

?

YOU!

HEY, *RED!* CHECK OUT THE COOL *EXPRESSOMATIC-5000* I JUST *SNAGGED!*

ONLY COST ME A *BUCK! HAR!*

$%#*!!

WHOA! MELLOW OUT, RED!

CRASH!

SOON...

HAW! WAIT'LL I TELL DAISY HOW I *SKUNKED* OL' RED!

WHOA!

SCREECH!

BIG SALE! TODAY ONLY!

HMMM! SURELY DAISY WOULDN'T BEGRUDGE ME ONE *MORE* TEENSY-WEENSY GARAGE SALE...

MANY "TEENSY-WEENSY" GARAGE SALES LATER...

ONE SALE, HUH?

I'VE BEEN WAITING FOR HOURS!

=GULP!=

=HEH!= LOOK WHAT I GOT!

A COFFEEMAKER? WHY? YOUR PERCOLATOR PERKS PERFECTLY!

YEAH! BUT AT THAT PRICE... BESIDES, YOU NEVER KNOW WHEN YOU'LL NEED A SPARE!

AND THE PIANO?

IT'S BROKEN!!

YEAH! BUT AT THAT PRICE...

MORE JUNK? UNCA DONALD, YOUR COLLECTING'S OUT OF CONTROL!

SAYS YOU! PHOOEY! I CAN QUIT ANY-TIME!

UNCA DONALD! LOOK OUT!

BUMP!

THE PIANO'S FALLING INTO THE BOOKCASES! AND THEY'RE FALLING INTO...

BUMP!

BUMP!

OH, DELIVER US!

CRASH!

BAM!

CRUNCH!

→SOB!← DAISY, BOYS... YOU'RE *RIGHT!* I *AM* OUT OF CONTROL!

MY NAME IS *DONALD DUCK* AND I'M A *JUNKAHOLIC!* ÷SOB!←

WELL, *NO* MORE! TOMORROW I'M HAVING A BIG *SALE* AND GETTING *RID OF EVERYTHING!*

OH, *DONALD!* I'M SO *PROUD* OF YOU!

COMES THE DAWN...

÷ULP!÷ WHAT HAVE I *DONE??!*

BIG SALE TODAY!

÷SOB!÷ I *CAN'T SELL* MY BEAUTIFUL *TREASURES!* I HAVE TO *SABOTAGE* TH' *SALE...*

BUT *HOW?* I CAN'T LET *DAISY* GUESS WHAT I'M UP TO!

THUS, SHORTLY...

÷AHEM!÷ SURE LOOKIN' *GOOD* OUT HERE! YES, SIR... THE *SOONER* I GET RID OF ALL THIS *JUNK,* THE *BETTER!* ÷COUGH! COUGH!÷

WELL! THEN YOU'LL BE PLEASED TO SEE...

...THAT WE'RE ABOUT TO MAKE OUR FIRST *SALE!*

EEEK! *RED!* SHE'LL CLEAN ME OUT! SHE'S *MERCILESS!*

$1 EACH!

HEH! HEH!

GIMME THAT! YOU'RE NOT GETTING *THAT* FOR A *BUCK!*

?

?

GRAB!

DONALD?

ER... 'CAUSE IT'S NOT *WORTH* A BUCK! I'M ONLY ASKIN' A *DIME,* RED! *COUGH!* NO, A *NICKEL!* NO—

TAKE IT FOR *FREE,* RED! I *INSIST!* *GULP!*

YOU *WANT* ME TO *HAVE* IT?!?

PUSH!

THEN *I* DON'T *WANT* IT! I'LL FIND SOME *REAL* TREASURES...

...NOT THAT *JUNK!*

WHEW!

COOL *COFFEEMAKER,* DUDE! PICKED ONE UP LIKE IT LAST WEEK! *DIDN'T...*

"...*COST ME A DIME!*" YEAH, YEAH! TELL IT TO TH' *TOOTH FAIRY,* HANK! I'VE GOT A SALE TO *RUIN...*

ER... *RUN!*

GULP! THERE'S GOTTA BE *SOME* WAY TO GET RID OF THESE *VULTURES* BEFORE...

HEY!

HALLOWEEN COSTUMES

ER... HOLD THE FORT WHILE I PUT UP MORE *SIGNS*, DAISY!

OKAY, DONALD!

SOON...

OBOY! PICKLED OCHRE! I *LOVE* PICKLED OCHRE!

PICKLED OCHRE

SUIT YOURSELF, BUDDY...

HEH! HEH!

...IT'S YOUR *FUNERAL!*

CLICK! CLICK! CLICK!

PICKLED OCHRE

MY! WHAT A *DAAAARLING* BANANA BOWL! I SIMPLY *MUST* HAVE IT!

I WOULDN'T MONKEY AROUND WITH *THAT*, LADY!

EEEEEK!

SOON...

DONALD! WHERE'D THE CUSTOMERS GO? YOUR SALE ENDS AT *FIVE*, AND WE STILL HAVEN'T SOLD A *THING!*

SIGH! I *KNOW!* I FEEL *TERRIBLE!*

OH, WELL! MIGHT AS WELL PACK IT IN AND—

=ULP!=

OBOY! CONSTRUCTION SIGNS! WHAT A *DEAL!*

NO PARKING

THIS PROPERTY CONDEMNED

$1

THAT *LUNK* WILL BUY MY BEAUTIFUL *SIGN COLLECTION,* UNLESS...

YIPES!!

NO PARKING

MOTS

TRIP!

LOOK OUT! *RUNAWAY SIGNS!*

THIS PROPERTY CONDEMNED

COLLECTORS! SOME OF 'EM JUST GET *CARRIED AWAY!*

AMBULANCE

WHAT A *DISASTER!* NOT A *SINGLE* SALE!

OH, WELL. AT LEAST WE *TRIED!*

TRY *HARDER!* I'M BUYING *THESE!*

SLAM!

EEEK! *RED!*

ER... I MEAN HOW *DELIGHTFUL*, RED! DAISY'LL RING YOU UP WHILE I... ER, *TALK* TO GOOD OL' *HANK!*

?

PSST! HANK! I FOUND TH' *MOTHER OF ALL SALES!* HOP IN YOUR *CAR* AND *FOLLOW ME!* BUT WHATEVER YOU DO...

?

...DON'T TELL RED!

COOL!

WAIT! YOU DIDN'T *PAY* FOR YOUR *TREASURES* YET!

THAT JUNK? *KEEP IT!* I'M HUNTING *REAL* TREASURES!

SOON-

AHA! THERE YOU ARE! WHERE'S THE *SALE*, YOU *SNEAK?*

OOPS! SORRY, RED! NO SALE *HERE!*

YOU COULD TRY *MINE* AGAIN! OH, WAIT! IT'S *5:01*...

...AND *MY* SALE ENDED AT *FIVE!*

BUMMER, HUH?

HAW! TH' LOOK ON RED'S *FACE* WAS *PRICELESS!*

NOW TO HOTFOOT IT *HOME*, LUG MY *STUFF* BACK SAFELY *INSIDE*, AND...

HEY!

MEGA-SALE! TODAY ONLY!

HMMMM! SURELY *ONE* TEENSY-*WEENSY* SALE WOULDN'T *HURT*...

MANY TEENSY-WEENSY SALES LATER!

WHAT A *HAUL!* NOW TO—

EEEK! WHERE'S MY *STUFF?*

313

GONE! THE *JUNKMAN* HAULED IT ALL AWAY!

AFTER YOU *DISAPPEARED*, I TREATED THE BOYS TO *DINNER!* WHEN WE CAME *BACK*, IT HAD ALL BEEN PICKED UP!

NEIGHBOR JONES SAID *SOMEONE* SAW THIS "CONDEMNED" SIGN AND CALLED THE HEALTH DEPARTMENT!

THIS PROPERTY CONDEMNED!

WAK! THAT'S *CRAZY!* NOTHING'S CONDEMNED! THESE ARE *MY* SIGNS! WHAT *IDIOT* MADE THAT PHONE CALL?

[redacted]EATS *US!* BUT *AFTERWARDS*, Mr. JONES SAID SHE WAS *LAUGHING* SO HARD SHE DROPPED *THIS!*

THIS PROPERTY CONDEMNED!

DANGER!

RED!!!

→GRRRR!← WHEN I GET MY HANDS ON HER, *I'LL... I'LL...*

YOU'LL *WHAT?!*

WHAT'S THE *PROBLEM?* YOU WANTED TO GET *RID* OF ALL YOUR JUNK *ANYWAY... RIGHT?*

=ULP!= I...

YEAH. →SOB!← *RIGHT!*

?

→BAAWWW!←

?!

NEXT DAY!

DONALD DUDE! CHECK OUT WHAT I JUST *PICKED UP!*

HANK? BOTHER SOMEONE ELSE— *HEY!* THAT BANANA BOWL'S *MINE!* IT'S PART OF THE LOAD THE JUNKMAN HAULED AWAY LAST NIGHT!

THIS PROPERTY CONDEMNED

WHERE'D *YOU* GET IT?

SAME PLACE I GET *ALL* MY STUFF, MAN...

...I PICKED IT UP!

HANK'S HAULING

WE DUMP YOUR JUNK!

KLUNK!

THIS PROPERTY CONDEMNED!

KLUNK!

KLUNK!

=HEH!= COLLECTORS! WHO CAN FIGURE THEM OUT?

THIS PROPERTY CONDEMNED

GEMSTONE PUBLISHING

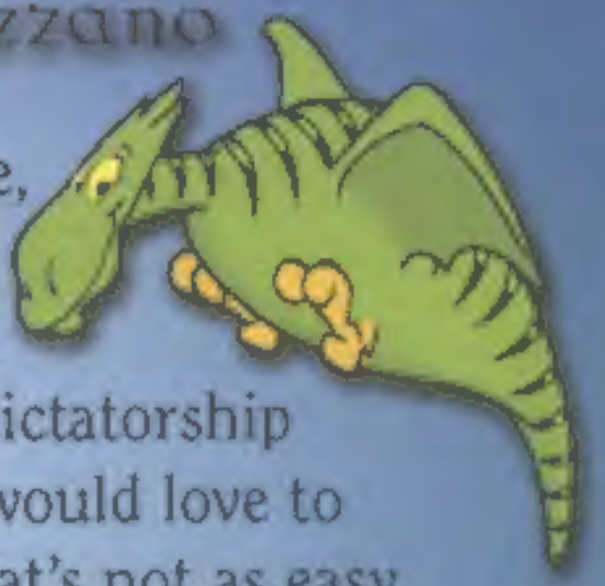
AN EPIC ADVENTURE OF SWORD AND SORCERY

starring

Walt Disney's

WORLD OF THE DRAGONLORDS

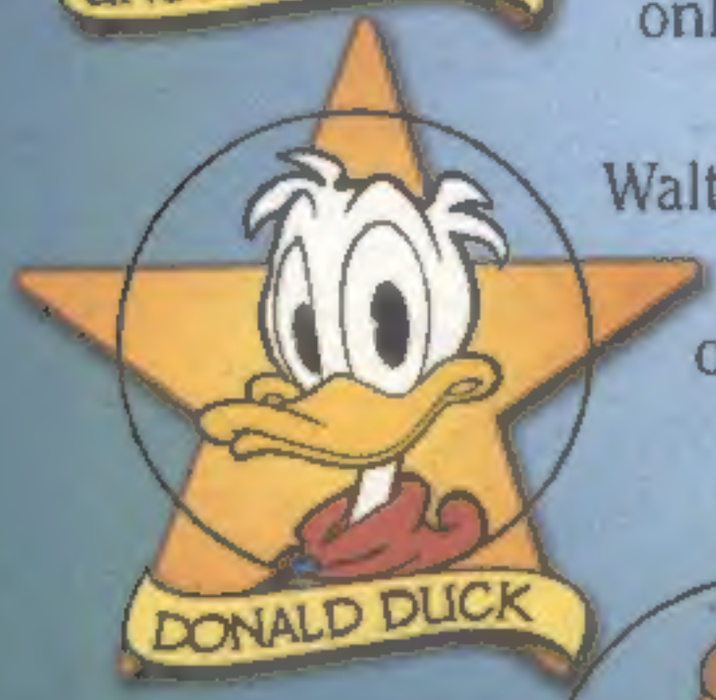
by Byron Erickson and Giorgio Cavazzano



Follow the exploits of Huey, Dewey, and Louie, Uncle Scrooge, and Donald Duck when they are plunged into an alternate dimension in which humans and dragons live under the dictatorship of a barbarian race of beast-men! Our heroes would love to make their way back to their own world, but that's not as easy as it sounds—particularly when they discover they may be the only hope their newfound "home" has for salvation!

Join in on the excitement this September with Walt Disney's *World of the Dragonlords*. Available at comic specialty shops and bookstores, or visit *www.gemstonepub.com/disney*.

184 pages • Full color • U.S. retail price $12.99



© 2005 Disney Enterprises Inc.

E-mail: *dd@gemstonepub.com*
Surface mail: *Donald Duck, 1966 Greenspring Drive Ste. 400, Timonium MD 21093.*

"If people could see this view of the Moon, they wouldn't sing songs about it!"—Donald Duck, first duck to circle the Moon, from Carl Barks' 1944 classic "The Mad Chemist," reprinted in *Donald Duck and Friends* 329.

Question: How do I know that I've read too many continuity-heavy super hero comics?

Answer: When I can read a panel like this and immediately wonder why Donald doesn't see the Twenty-Four Carat Moon, from Carl Barks' 1958 Uncle Scrooge sci-fi epic of the same name.

Of course, there's always the possibility that Scrooge's personal golden globe could have taken up residence in Lady Luna's shadow, somewhere *between* 1944 and 1958. Yes... that *must* be it!

From this perspective, it seems incredible that man did not view the "Dark Side of the Moon" with his own eyes until the end of 1968. But, thanks to the limitless imagination of Carl Barks, it doesn't seem the least bit odd that Donald Duck had already done it twice!

Moving on to *DD&F* 330, no one actually said, "Say, you look just like me! Let's change clothes and waste a few pages on an old, boring, and decidedly overdone idea!" in this issue but, perhaps, someone should have. Ironically, in an issue where Minnie Mouse foregoes the expected "bake sales" for "Women's Affirmation Groups," Donald and the readers are subjected to this moldy and painfully overused plot in "The Pauper and the Pauper."

Yes, I'm aware that Barks used the "coincidental double" in not one but two adventure epics: "Ancient Persia" and "Dangerous Disguise"... but that was in the early 1950s. The concept, while okay then, has been done to death in the intervening years. For the idea to work today, a bit more than mere contrived coincidence is necessary. Recent Gemstone examples of that "extra something" would include Donald's far future descendant in "The Once and Future Donald," from *Donald Duck Adventures* 12, and parallel universe denizen "Sidekick Mick" from *Mickey Mouse Meets Blotman.* Despite the attempt at marginal modernity, by making Don's double a "dot-com millionaire", it still smacks of "mailing it in" by today's standards.

On the other hand, I enjoyed the issue's Barks classic, "Rival Boatmen," so much that I never gave a moment's thought to the notion that yet another millionaire, J.P. Diamondtubs, seemed to be a coincidental double of Black Pete. Thanks for the continued run of titanic ten-pagers from Unca Carl's primal period.

—*Joe Torcivia*
via email

Once again I just have to say I love reading reprints of the early Barks ten-pagers. I have heard so much about "The Mad Chemist" over the years that it was wonderful to finally read it in *DD&F* 329. Like many of Barks' stories, it is well crafted, fast paced and (along with his ping-pong ball story) somewhat visionary. This was a perfect "mastery" story, as Donald mastered a profession. But instead of the usual cockiness and over-confidence that causes his downfall, this time it is memory loss, as he forgets all of his genius.

"A Tale of Two Crusoes" was a pretty good Mickey story, and was a biting satire on the whole tiresome reality television craze. Sharland/Sutter's "Auto be a Law" was duck-flavored slapstick at its best, and the action really captured the same magic as Disney's "Love Bug" movies.

DD&F 330 was an equally good issue. Although I've read "Rival Boatmen" once before on the Internet (Gladstone Publishing's old website), it just isn't the same as holding it in your hands in book form. Pete (*a.k.a.* J.P. Diamondtubs) is a great foil for Donald, just as he was in so many of Disney's Donald theatrical shorts. We really don't see Pete face off against Donald enough in the comics, so it is always a treat to read classics like "Rival Boatmen" and "Frozen Gold." By the time of this story, Barks had mastered his storytelling form, and was able to pack the story full of gags and keep fresh the familiar situation of the nephews upstaging Donald. "The Mouse Who Knew Too Much" was a pleasant enough tale, as was the back-up Donald tale, "The Pauper and the Pauper." It was a nice twist on a story that has been repeated variably from *The Flintstones* to the classic Disney theatrical short, *Donald's Double Trouble.* The satirical touch regarding one-time Internet millionaires was also a welcome and inspired touch.

—*Thor Miller*
via email

Letters selected for publication may be edited for length and/or content.
We regret we cannot respond to individual letters; however questions of general interest will be answered in our letters column.
QUESTIONS ABOUT SUBSCRIPTIONS OR BACK ISSUES? Contact Angie Meyer at mangie@diamondcomics.com
Please do not send subscription, back issue or submission queries to the letters column address. Thank you!

NEED JELLY?

CLICK HERE

SCOOP

From the jellyfish filled watery world of Spongebob SquarePants to the tree-lined land of Yogi and Boo Boo - Jellystone Park, Scoop is the free newsletter from Diamond International Galleries that's jam-packed with all your favorite characters! Plus, Scoop gives you the inside story on many other pop culture collectibles - from salt and pepper shakers to standees. So, whether you want to build your collection or find out how to preserve it, tune into Scoop. From Jelly Bellies to Super Sugar Crisp, Scoop is your candy coated collectible resource.

scoop.diamondgalleries.com